### 10 Point Penalty:
- U: Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### 9 Point Penalty:
- O: Pattern OP: Cannot place above others who complete pattern correctly
  - A: Turning tail
  - E: Repeated blatant disobedience
  - H: Leaving arena before run is complete
  - J: Schooling after entering the arena prior to calling for cow
  - K: Schooling horse between covers, if new cow is awarded
  - N: Failure to attempt any part of the class

### Disqualification (DQ):
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/rider
- N: Improper western attire

### RUN CONTENT
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

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<td>POS &amp; ONTL. EYE APPEAL</td>
<td>POS &amp; ONTL. EYE APPEAL</td>
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### PENALTIES

#### Tie-Breaker:
1. 43
2. 103
3. 8
4. 4
5. 2
6. 60
7. 74

#### SCORE
- 72
- 63
- 66
- 60
- 65
- 3
- 70
- 69/6

**Judge's Name (Printed):**

**Judge's Signature:**

Printed from HSW
**SHOW:** Hamilton-Versatility  
**CLASS:** #66-SHTX/WCH-IntermediateWorkingCow  
**DATE:** 09/08/2018

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**  
A - Loss of working advantage  
B - Failure to drive cow pasted middle marker on second drive before time expires  
C - Working out of position  
D - Sipping rein  
E - Over-bridled (per maneuver)  
F - Out of frame (per maneuver)

**3 Point Penalties:**  
K - Knocking down the cow without having a working advantage  
L - Losing a cow while boxing

**5 Point Penalties:**  
B - Spurring in front of another  
C - Blatant disobedience  
E - Use of either hand to instill fear/punish  
H - Use of two hands (except in snaffle bit or hackamore) per maneuver  
M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

**10 Point Penalty:**  
U - Unnatural Ranch Horse Appearance (Horse's tail is obviously and consistently carried in an unnatural manner in every maneuver)

**OOP Pattern (OOP):** Cannot place above others who complete pattern correctly

**Disqualification (DIS):**  
A - Abuse  
B - Lameness  
C - Disrespect or misconduct  
D - Illegal equipment  
F - Fall of horse/rider  
N - Improper western attire

### RUN CONTENT

Each horse rider team is scored between 5-100 points and automatically begins the run with a score of 70 points

1/12 Extremely Poor, 1/2 Very Poor, 2/3 Poor, 3/4 Fair, 4/5 Good, 5/6 Very Good, 6/7 Excellent

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**
### VRH - LIMITED COW WORK (Amateur/Youth)

#### SHOW:
Hamilton-Versatility

#### CLASS:
#66-SHTXWCH-IntermediateWorkingCow

#### DATE:
09/08/2018

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<tr>
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<td>Failure to drive cow passed middle marker on second drive before time expires</td>
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<td>P</td>
<td>Working out of position</td>
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<td>S</td>
<td>Slipping rein</td>
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<tr>
<td>V</td>
<td>Over-brinded (per maneuver)</td>
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<td>W</td>
<td>Out of frame (per maneuver)</td>
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<td>K</td>
<td>Knocking down the cow without having a working advantage</td>
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<tr>
<td>L</td>
<td>Losing a cow while boxing</td>
</tr>
<tr>
<td>B</td>
<td>Spurring in front of cinch</td>
</tr>
<tr>
<td>C</td>
<td>Blatant disobedience</td>
</tr>
<tr>
<td>E</td>
<td>Use of either hand to instil fear/praise</td>
</tr>
<tr>
<td>H</td>
<td>Use of two hands (except in snatch bit or hackamore) per maneuver</td>
</tr>
<tr>
<td>M</td>
<td>More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver</td>
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<tr>
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<td>Unnatural Ranch Horse Appearance (Horse’s tail is obvious and consistently carried in an unnatural manner in every maneuver)</td>
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<tr>
<td>D</td>
<td>Difficult pattern (DP): Cannot place above others who complete pattern correctly</td>
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<td>F</td>
<td>Fall of horse/rider</td>
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<tr>
<td>N</td>
<td>Improper Western attire</td>
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### RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

- 1-1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 1 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

### PENALTIES

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- **JUDGE'S NAME (PRINTED):**
- **JUDGE'S SIGNATURE:**

Printed from HSW
### VRH - LIMITED COW WORK (Amateur/Youth)

**1 Point Penalties:**
- A - Loss of working advantage
- D - Failure to drive cow past middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-broke (per maneuver)
- W - Out of frame (per maneuver)

**3 Point Penalties:**
- K - Knocking down the cow without having a working advantage
- L - Losing a cow while walking

**10 Point Penalty:**
- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off Pattern (OP):**
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- J - Slow or not entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

**Disqualification (DQ):**
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/cow
- N - Improper western attire

---

### RUN CONTENT

Each horse/team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1/2 Extremely Poor: 1 Very Poor: 1/2 Poor: 0 Correct: 1/2 Good: 1 Very Good: 1/2 Excellent

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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
### Pattern Summary

- **SHOW:** Hamilton-Versatility
- **CLASS:** #64 - SHTX IRNN - Intermediate Reining
- **DATE:** 09/08/2018

#### Penalty Descriptions

#### 1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

#### 2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a stop departure on run-in patterns
- Failure to be in a stop prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

#### 3 Point Penalties:
- Spurring in front of croup
- Blatant disobedience
- Use of either hand to inflict fear/pain
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

#### 5 Point Penalties:
- Unnatural Ranch Horse Appearance (Horse’s tail is obvious and consistently carried in an unnatural manner in every maneuver)

#### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly

#### Disqualification (DO):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

### Maneuver Scores

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**Judge's Name (Printed):** [Signature]

**Judge's Signature:** [Signature]

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**MANEUVER SCORES**

Each maneuver is scored on a scale of 0-100 points and automatically begins the run with a score of 70 points.

- 1: 2-3 Excellent, 2: 1 Very Poor, 3: 2 Poor, 4: Correct, 5: 2 Good, 6: 1 Very Good, 7: 1.2 Excellent

**10 POINT PENALTY**

- Spinning in front of cinch
- Excessive disobedience
- Use of hands to instill fear or praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver
- Attempt to alter tension or length of reins from the bridge to the rein hand

**5 POINT PENALTY**

- Spinning to front of cinch
- Excessive disobedience
- Use of hands to instill fear or praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver
- Attempt to alter tension or length of reins from the bridge to the rein hand

**2 POINT PENALTY**

- Spinning to front of cinch
- Excessive disobedience
- Use of hands to instill fear or praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver
- Attempt to alter tension or length of reins from the bridge to the rein hand

**1 POINT PENALTY**

- Spinning to front of cinch
- Excessive disobedience
- Use of hands to instill fear or praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver
- Attempt to alter tension or length of reins from the bridge to the rein hand

**JUDGE’S NAME (PRINTED):** Cindy Robbins

**JUDGE’S SIGNATURE:** Printed from HSW
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Hamilton-Versatility  
**CLASS:** #64 - SHTX IRN - Intermediate Reining  
**DATE:** 09/06/2018

### 1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides  
- Delayed charge of lead by one stride where the lead change is required by the pattern description  
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback  
- Over-spin or under-spin up to 1/8 turn

### 1 Point Penalties:
- Over-and Underbitted (per maneuver)  
- Cut of frame (per maneuver)  
- Cut of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead  
- Over or under spinning 1/8 to 1/4 turn  
- Slipping reins

### 2 Point Penalties:
- Break of gait  
- Freeze up in spins or rollbacks  
- Failure to stop or walk before executing a lope departure on trot-in patterns  
- Failure to be in a lope prior to the first marker on run-in patterns  
- Failure to completely pass the specified marker before initiating a stop position  
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

---

### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:  
- 1 2 3 4 5 6 7 8
- 1/2 1 1/2 1 1/2 1 2 2 3/2

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**JUDGE'S NAME (PRINTED):** Cindie Robbins  
**JUDGE'S SIGNATURE:** Printed from HSW
### Pattern 4

**SHOW:** Hamilton-Versatility  
**CLASS:** #64 - SHTX IRNN - Intermediate Reining  
**DATE:** 09/08/2018

#### Pattern Instructions

**1/2 Point Penalties:**
- Starting a circle or exiting a rollback at a trot for up to two strides  
- Delayed change of lead by one stride where the lead change is required by the pattern description  
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback  
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**
- Over-bridled (per maneuver)  
- Cut of frame (per maneuver)  
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead  
- Over or under spinning 1/8 to 1/4 turn  
- Slipping rein

**2 Point Penalties:**
- Break of gait  
- Freeze up in spins or rollbacks  
- Failure to stop or walk before executing a lope departure on trot-in patterns  
- Failure to be in a lope prior to the first marker on run-in patterns  
- Failure to completely pass the specified marker before initiating a stop position  
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

**5 Point Penalties:**
- Spinning in front of cinch  
- Bilateral disobedience  
- Use of either hand to instill fear/praise  
- Use of two hands (except in small bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver  
- Attempt to alter tension or length of reins from the bridle to the rein hand

**10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Breaking pattern  
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)  
- Leaving arena before pattern is complete  
- Repeated blatant disobedience

**Disqualification (DQ):**
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

### Maneuver Scores

Each horse/rider team is scored between 6-100 points and automatically begins the run with a score of 71 points. 

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**10 Point Penalty:**  
**Total:**  
**Score:** 67  
**Off Pattern:**

---

**Judge's Name (Printed):**  
**Judge's Signature:**

Printed from HSW
**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** Hamilton-Versatility  
**CLASS:** #62 - SHTX TRKL - Intermediate Trail  
**DATE:** 09/08/2018

### 1 Point Penalties:
- Over-bridie (per maneuver)  
- Out of frame (per maneuver)  
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle  
- Incorrect or break of gait at walk or trot for two strides or less  
- Both front or hind foot in a single-stride space at a walk or trot  
- Skidding over or falling to step into required space  
- Incorrect number of strides, if specified  
- One step on mount/dismount or ground tie (except shifting balance)  
- Split pole in rope over

### 2 Point Penalties:
- Wrong lead or out of lead  
- Dropped reins  
- Break of gait at lope  
- Break of gait at walk or trot for more than two (2) strides  
- Two-three steps on mount/dismount or ground tie

### 5 Point Penalties:
- Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/pain  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between normal reins per maneuver  
- Knocking over, stepping out of, or falling off of an obstacle  
- Dropping an object required to be carried  
- 1st or 2nd cumulative refusal  
- Letting go of gate  
- Four or more steps on mount/dismount or ground tie

### 10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### Obstacle Scores

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**Judge's Signature:**

Printed from HSW
## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in line over

### 3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at walk
- Break of gait at walk or trot for more than two (2) strides
- Two-three steps on mount/dismount or ground tie

### 5 Point Penalties:
- Spurring in front of cinch
- Blistant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Less than one finger between split reins or any fingers between normal reins per maneuver
- Knocking over, stepping out of, or failing off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gait
- Four or more steps on mount/dismount or ground tie

### 10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### OBSTACLE SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

1  - 1/2 Extremely Poor, -1 Very Poor, -1 Poor, 0 Coned, +1 Good, +1 Very Good, +1 1/2 Excellent

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:
**SHOW:** Hamilton - Versatility  
**CLASS:** #62 - SHTX ITRL - Intermediate Trail  
**DATE:** 09/08/2018

## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Over-bridded (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strikes or less
- Both front or hind feet in a single stride space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strikes, if specified
- One strike on mount/dismount or ground tie (except shifiting to balance)
- Split pole in pole over

### 2 Point Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gait at top speed
- Break of gait at walk or trot for more than two strides
- Two-three strikes on mount/dismount or ground tie

### 5 Point Penalties:
- Spur in front of cinch
- Dismantled disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

### 10 Point Penalty:
- Unnatural Ranch Horse appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### OBSTACLE SCORES

Each horse/rider team is scored between 0-120 points and automatically begins the run with a score of 70 points:  
- -1 2 Extremely Poor, -1 Very Poor, -1 Poor, 0 Correct, +1 Good, +1 Very Good, +1 Excellent

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**
### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in loafing over

**3 Point Penalties:**
- Wrong lead or out of lead
- Draped reins
- Break of gait at loaf
- Break of gait at walk or trot for more than two (2) strides
- Two-three steps on mount/dismount or ground tie

**5 Point Penalties:**
- Spurting in front of chin
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins per maneuver
- Knocking over, stepping out of, or falling off an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

**10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### OBSTACLE SCORES

Each horse/rider team is scored between 0-106 points and automatically begins the run with a score of 70 points:
- 1 1/2 Extremely Poor, -1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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**Total Score:** 4 1/2

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**SIGNATURES:**

**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
### AQHA VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Hamilton-Versatility  
**CLASS:** #60 - SHTX IMLS - Intermediate Pleasure  
**DATE:** 09/08/2018

**MANEUVER SCORES**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

- 1/2 Extremely Poor: 1 Very Poor: 1-2 Poor: 3-4 Fair: 5-6 Good: 7-8 Very Good: 9-10 Excellent

#### WO # |

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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Hamilton-Versatility  
**CLASS:** #60 - SHTX IPLS - Intermediate Pleasure  
**DATE:** 09/08/2018

**1 Point Penalties:**  
- Over-bridled (per maneuver)  
- Out of frame (per maneuver)  
- Too slow (per maneuver)  
- Galloping mouth  
- Break of gait at walk or trot for two (2) strides or less

**3 Point Penalties:**  
- Wrong lead or out of lead  
- Draped reins  
- Break of gait at lope  
- Break of gait at walk or trot for more than two (2) strides

**5 Point Penalties:**  
- Spur in front of sinch  
- Blistant disobedience  
- Use of either hand to instill tearpraise  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between normal reins per maneuver  
- 1st or 2nd cumulative refusal

**10 Point Penalty:**  
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off Pattern (OP): Cannot place above others who complete pattern correctly:**  
- Breaking pattern  
- Leaving arena before pattern is complete  
- Repeated blatant disobedience

**Disqualification (DQ):**  
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

---

**MANEUVER SCORES**  
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points  
- 1-2 Extremely Poor  
- 3 Very Poor  
- 4 Poor  
- 5 Fair  
- 6 Good  
- 7 Very Good  
- 8 Excellent

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<th>Walk</th>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

Printed from HSW
## VERSATILITY RANCH HORSE - RANCH RIDING

### SHOW:
Hamilton-Versatility

### CLASS:
#60 - SHTX IPLS - Intermediate Pleasure

### DATE:
09/08/2018

### POINT PENALTIES:
- Over-bred (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for two (2) strides or less

### 2 POINT PENALTIES:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

### 5 POINT PENALTIES:
- Spurring in front of cinch
- Blistant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- 1st or 2nd cumulative refusal

### 10 POINT PENALTY:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### Off-Pattern (OP): Cannot place above others who complete pattern correctly:
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

### Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points
- -1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1/2 Excellent

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JUDGE'S NAME (PRINTED):  

JUDGE'S SIGNATURE:  

Printed from HSW
# AQHA AMERICAN QUARTER HORSE ASSOCIATION
# SHOT Stock Horse of Texas

## VERSATILITY RANCH HORSE - RANCH RIDING

### SHOW:
Hamilton Versatility

### CLASS:
#60 - SHTX IPLS - Intermediate Pleasure

### DATE:
09/08/2018

### 1 Point Penalties:
- Over-bordered (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for two (2) strides or less

### 3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

### 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- 1st or 2nd cumulative refusal

### 10 Point Penalty:
- Unnatural Ranch Horse Appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### OFF Pattern (OP):
- Cannot place above others who complete pattern correctly:
  - Breaking pattern
  - Leaving arena before pattern is complete
  - Repeated blatant disobedience

### Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horseman
- Improper western attire

### MANEUVER SCORES

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**JUDGE'S NAME (PRINTED):**

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